

FIG. 1

200

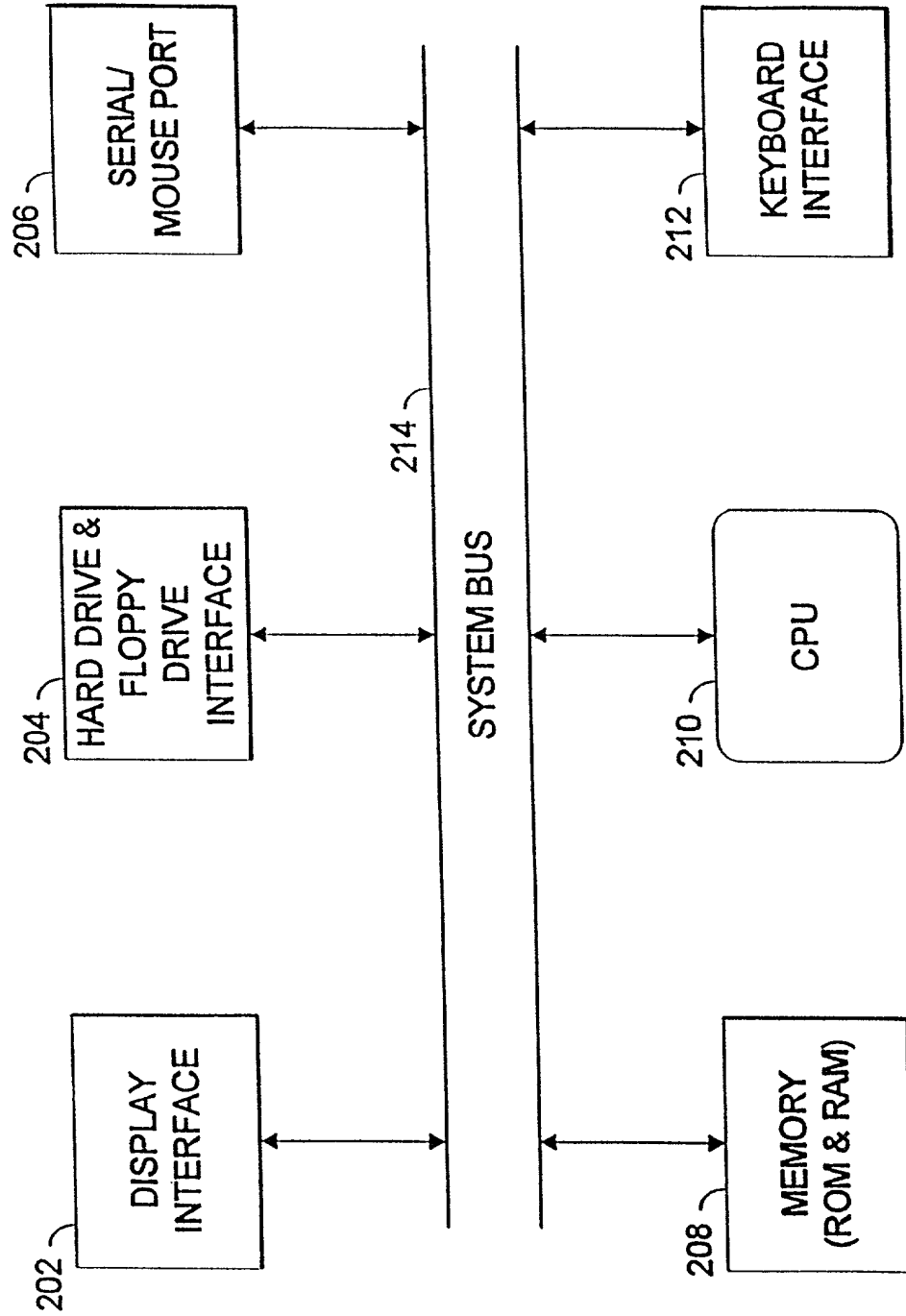


FIG. 2

FIG. 3 is a schematic diagram of a graphical user interface (GUI) for a mobile device, showing a home screen with various application icons and a dock at the bottom. The GUI includes a status bar at the top, a menu bar with options like ACTION, EDIT, OBJECTS, VIEW, SETTINGS, TASK, and HELP, and a main area with icons for CLOCK, FILE DRAWER, WASTE BASKET, PRINTERS, AGENT, and CALCULATOR. A dock at the bottom contains icons for a pencil (308) and a DEMO button (310). The entire interface is labeled 300.

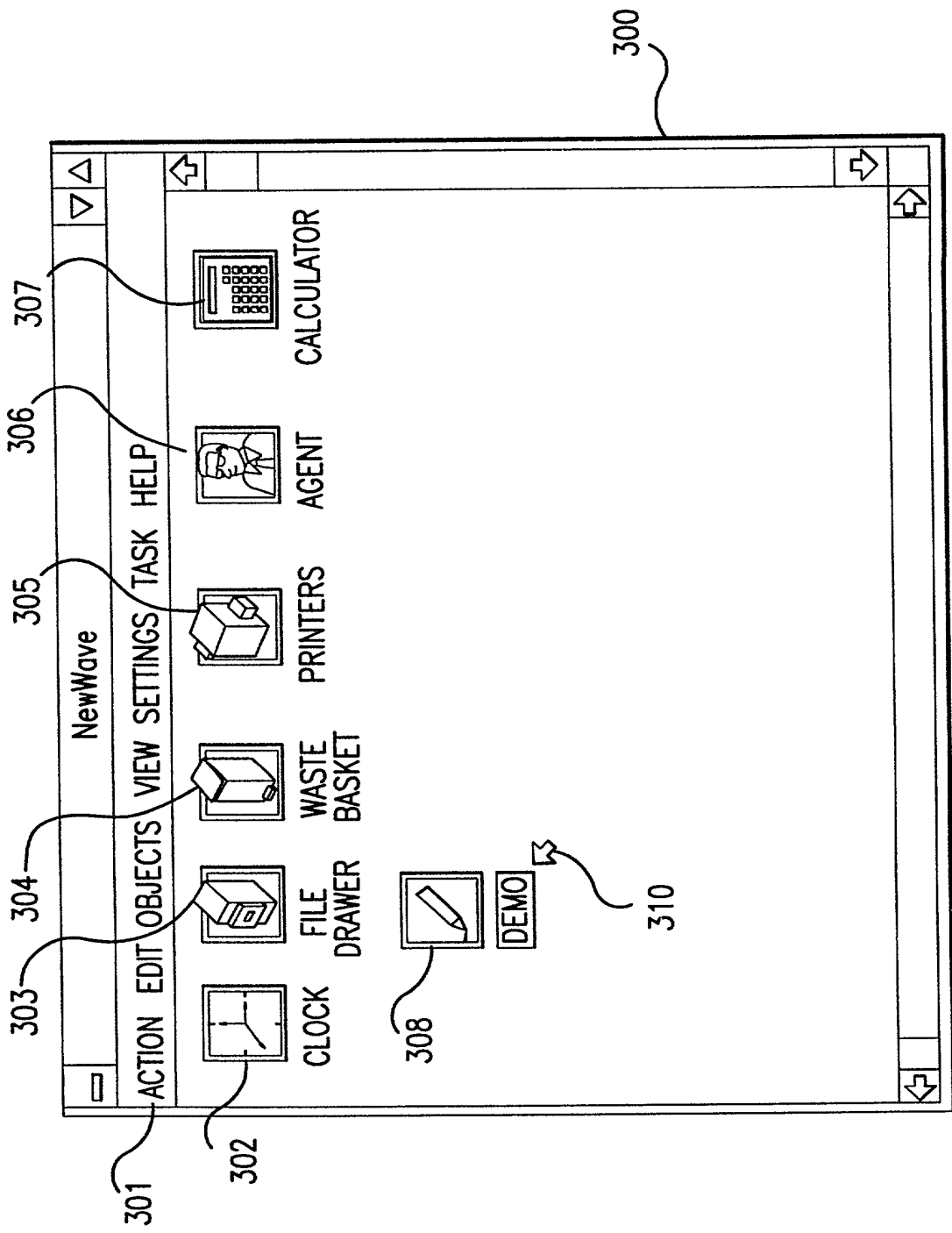


FIG. 3

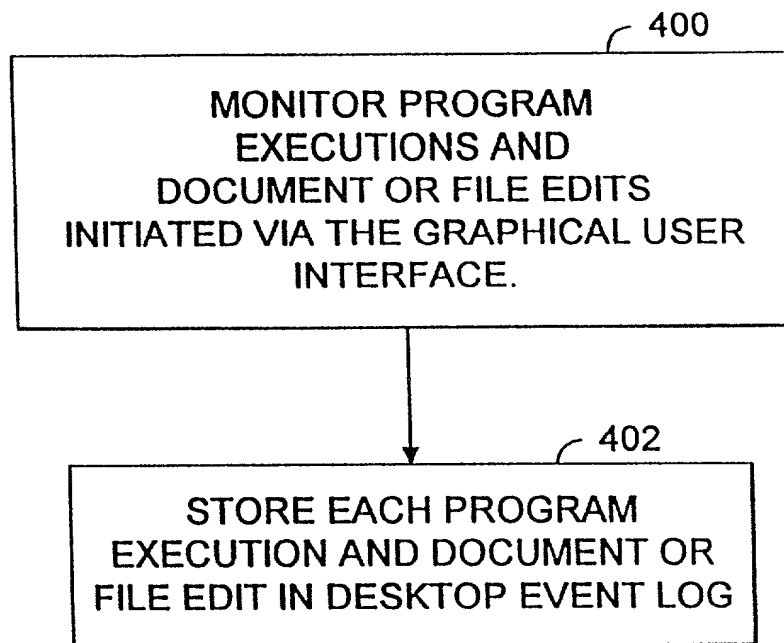


FIG.4

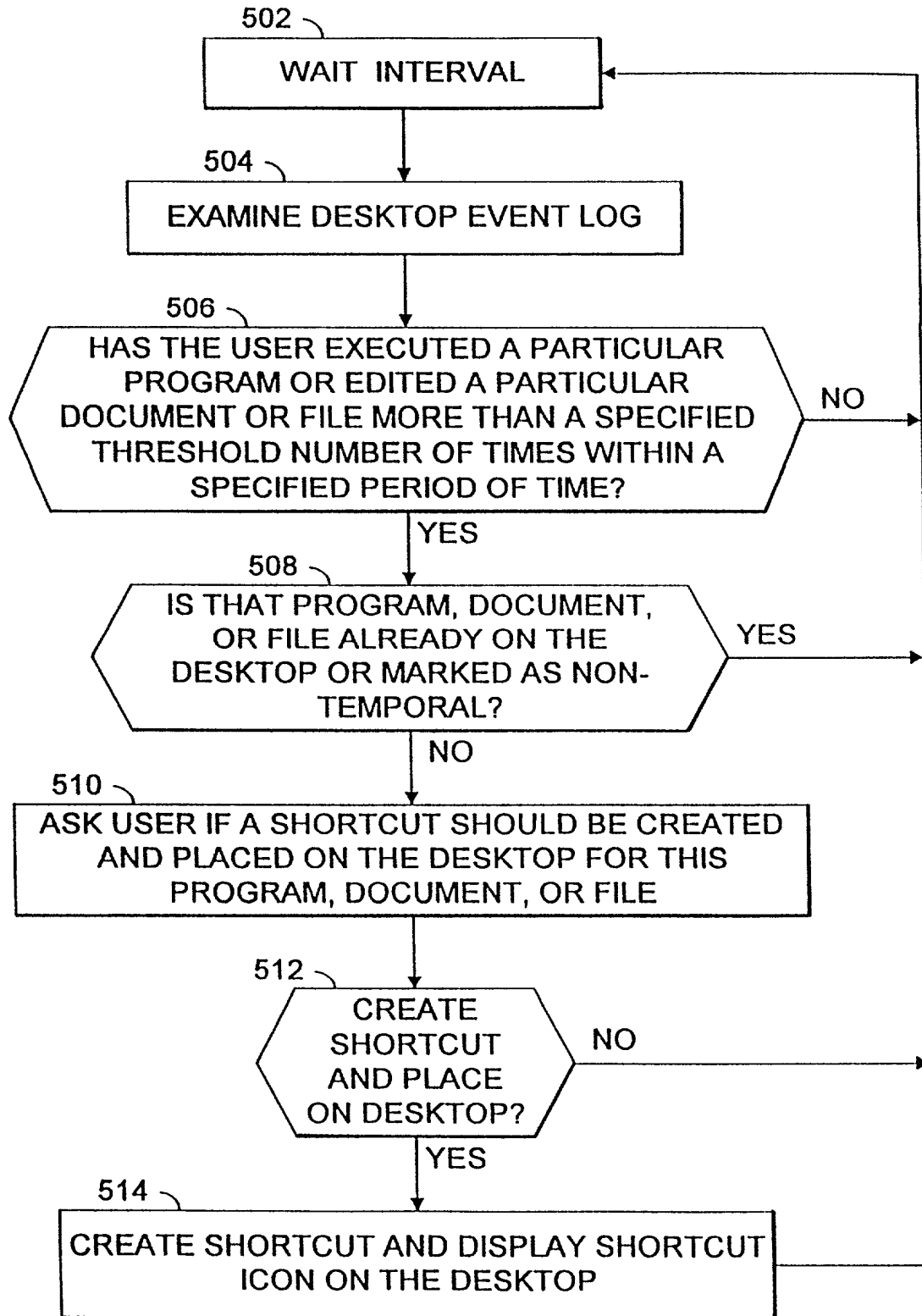


FIG.5A

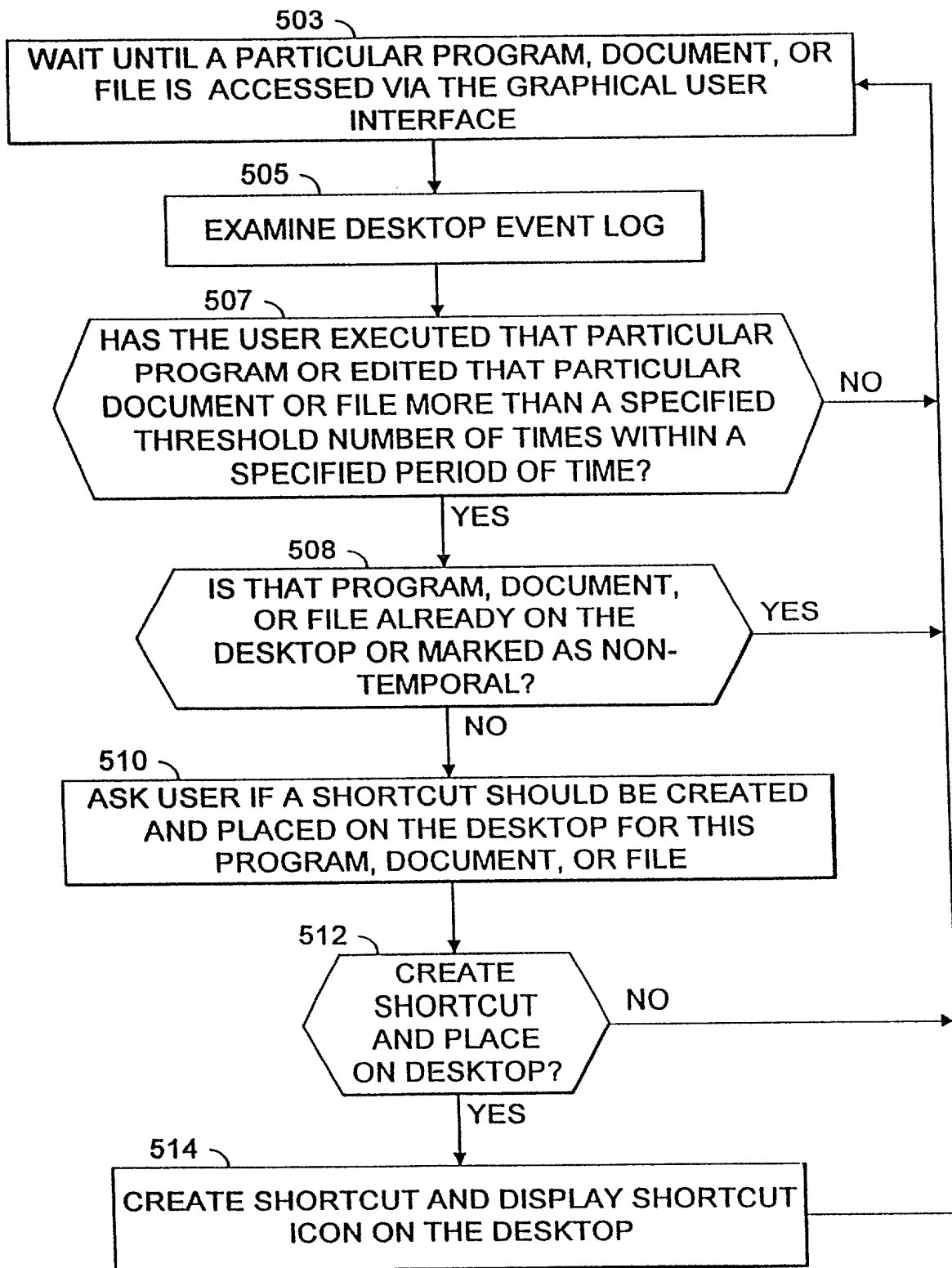


FIG. 5B

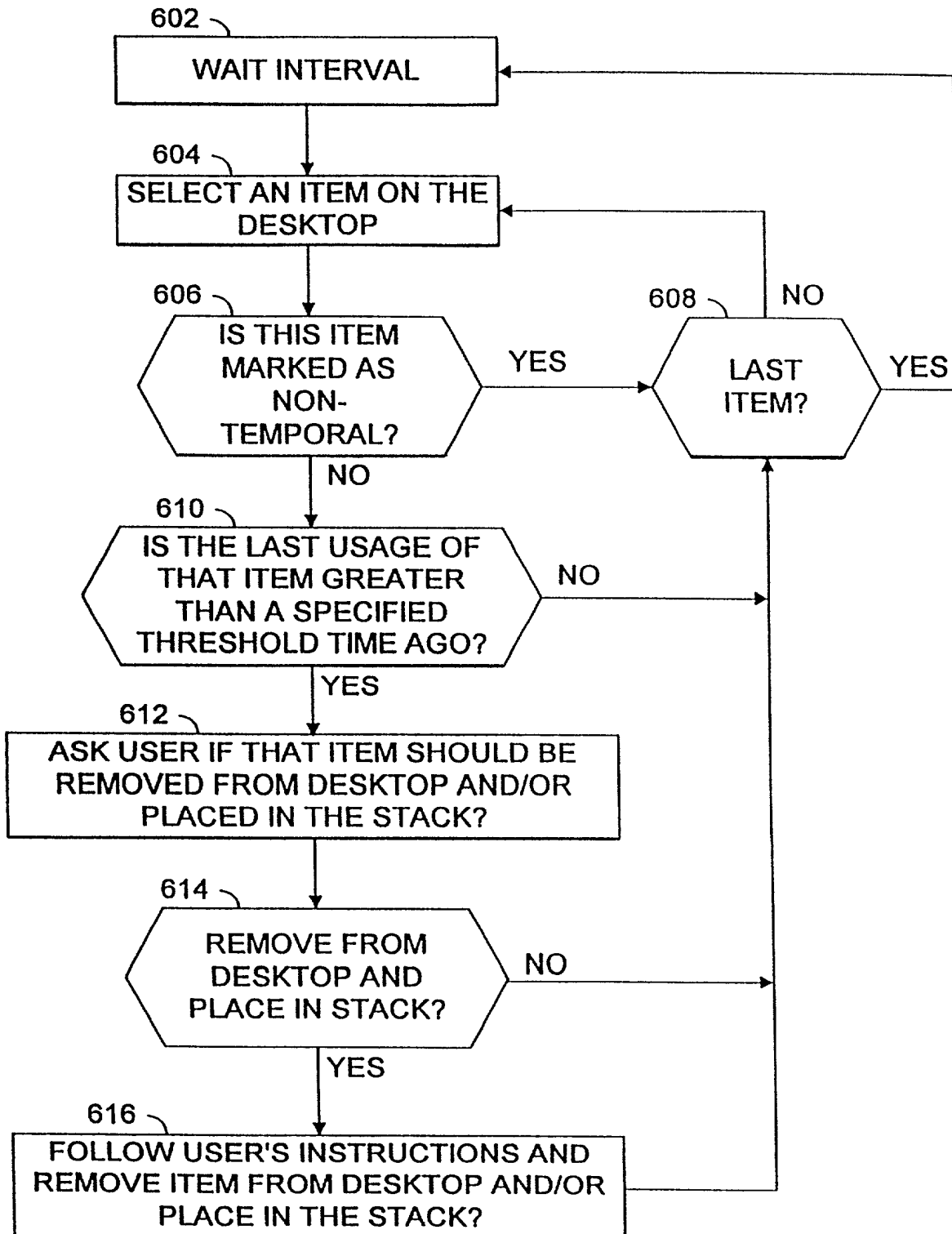


FIG. 6

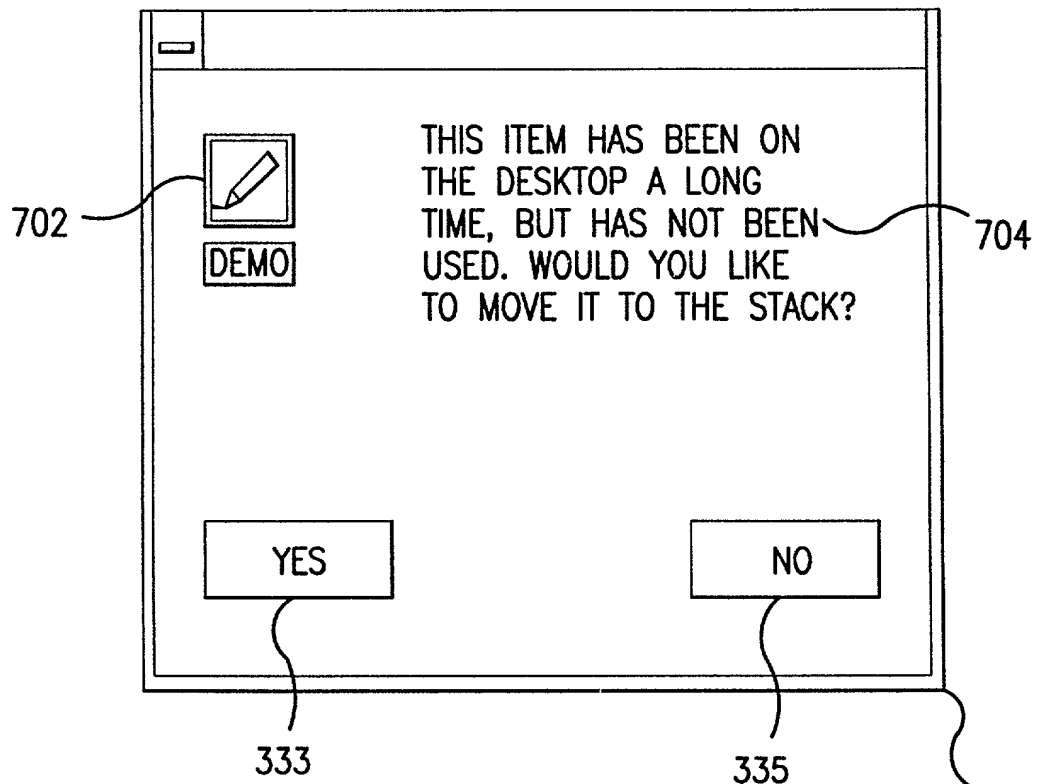


FIG. 7